

KFAN UZANGOU

A newsletter devoted to Vargr

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The Editor Barks

Hello again, and welcome to a new issue of Kfan Uzangou. This time with a new look yet again. I hope this will improve the readability of the 'zine. A lot of work has been put into the 'zine this time to get a better layout. Any suggestions for improvements will be read, but not necessarily followed.

This issue is a Gvurrdon sector special. Detailing Gvurrdon sector in TNE to an extent, without saying too much I hope. Thus not tying up your imagination. Unfortunately I didn't get space for updated library data. Neither have I had the time to do it either. So hopefully I will manage to do it to the next issue. Depending on a lot of factors. Imagination is one of them. I will continue to write about Gvurrdon in future issues, using my campaign, and player group as a background. Other analysts or developers of Vargr sectors may, if they wish, submit their material to present their sector to the general public, and HIWG members.

Note however none of the information I have presented are really official, unless they have been mentioned before to a degree in various publications. However GDW has gotten a copy of this issue, and got my permission to use it as they see fit. As with everything else I write in this fanzine.

As the days grow shorter and the winter chill is setting in, there is a fine opportunity to spend the time with Traveller. Unfortunately I won't find this much time as I'm back to school. The two following semesters will be hard, and Traveller will have to drive in the back-seat for a while. This does not mean that there will be no more KU, but that the release schedule will be further broken up as it has been. To date I have managed to hold a rate of one issue every 3 months (roughly).

HIWG is also starting to shape up after nearly a year with withering communication. I hope everyone has filled out the HIWG Membership Survey (HMS). This is your opportunity to take a stand, and influence the work of HIWG in the future. From my last talk with Clay on the phone, he told me that almost half of the members had quit. I think this can be traced back to the announcement, and execution of the plans of TNE. I won't talk bad of those who quit. I did have such plans myself, when I had learned to love MegaTraveller. Seeing it all be wasted was not a popular thought. So why stay with the game? I can't answer for those who decided not to, or decided to stay with it. I can only answer for myself. Although I think there are HIWGs out there having the same, or nearly the same reason as me. I decided that I wouldn't quit before I had seen what the new product was all about. A lot of rumors was circulating. None of them true, which maybe can be the reason that some quit without knowing really what did go on. I think TNE is a good product. It has some weaknesses, but nothing a few house rules can't fix. And no one can sue you for using them either. A few good ones was mentioned in AABP #22. ■■



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Have Starship—Will Travel

By Roger Myhre

A few Vargr careers do give access to ship DM's, but the rulebook do not mention anything about Vargr. For rules on generating Vargr characters you should look up my article in KU #4. If you don't have it, you may order it from me, sending me an IRC.

What other publications say.

As stated in other publications from both GDW and DGP Vargr ships are available in two ways:

Steal a starship. Maybe the most difficult and most risky. Usually it is necessary to cross a state border to get the ship re-registered. In the current situation in Gvurrdon this is not too hard as the Freedom League or more commonly named Corsair's Den accepts almost any ship into their registry. However any ship registered here are not welcome in Gvaeknoks Trade union.

Hunt down a patron and serve him or her until the ship is paid down in form of favors. Easier and less risky than the first method. Especially if the party is well skilled in various areas of need.

A new way to get a new ship is to travel into the wilds and find a ship there. This is very risky, and the ship will not be welcome and blown to bits if found out. However there will not be any outstanding debts in either

money or favors. Only outstanding maintenance, and the risk of a virus infected craft that just has been waiting on this occasion.

Characters and TNE.

During play, the players may adopt one of the above mentioned methods for acquiring a starship. But what of the characters that gain a starship DM's during character generation? First of all DM's for starships are gained as mentioned in the characters chosen career. Give additional DM for every second point of CHA above 10. Thus CHA of 12 gives plus 1, CHA 14 gives plus 2 and so on. This additional starship DM is earned each term in the career. This DM can only be earned in a career that makes it possible to get a starship DM such as Aristocrat, Trader and so on.



The players may not spend money to get additional DM's. For region DM's use the table on page 38 in the rulebook. However Gvurrdon gives a DM of -5. As there is no financing debts, the value modifier can be used like this:

For each point reduced the Wear Value increase with one, to a limit of eight.

For each point increase the age of the ship with 5 years, to a limit of 40 years. For every 5 year roll one D20. If the roll was 5 or less the wear value is increased by one.

For the remaining points is the point value of work the characters has to do before the ship is fully theirs. Whenever the characters perform a mission for their patron, this remaining value modifier should at least decrease with one. How much the decrease should be is up to the referee. A rule of thumb is that more important, and dangerous the mission is, the value should be decreased accordingly.

Characters from Gvurrdon.

The maximum TL of the ship is depending on where their patron is from. This is determined by the Charisma of the party leader. The patron is from the same interstellar allegiance. Maximum TL's is as following:

Thirz Empire	13 (15)
Thoengling	13 (15)
SoE	13
Gvaeknoks Trade Union	11
Kedzudh	12 (16)
Corsair's Den	12
Others	11

The values in parantesis can be selected if none of the value modifiers are being converted to age or wear value. For SoE and Corsair's Den the TL may be raised by one if none of the value modifiers is used to raise the age or increase the wear value. A party leader from a non-aligned Vargr worlds may select any system within six parsecs from his home system to get the ship. For every 10

years the ship is aged, the tech of the ship is decreased by one.

Run away.

When the enforcement of the law in Gvurrdon is erratic, and the loyalty is shifting constantly, what is then stopping the characters to just run away with the ship? Nothing? Wrong. It's out of character. Remember that the characters has found a high charismatic patron to supply them with a ship in change of their service. The patrons CHA is the party leaders CHA+2 or twelve, whichever is the greatest. Vargr always try to find a high charismatic individual to join to increase their own charisma, unless they are high charismatic themselves. Which means that they will be gathering followers. Thus the party is bound to work for their patron until they has paid up enough favors. However if their patron decrease in charisma they might leave without paying down the ship. For the procedure for this

is as follows:

For every 14 days of game time roll one D20 and compare with the patrons CHA. If the roll is higher than the patrons CHA it is decreased with one. If the roll is 1, the CHA is increased with one, to a limit of 15 (F). If the CHA of the patron is equal to or less the party leaders CHA the party may split away from the patron. If the patrons CHA is larger than party leaders CHA after the decrease, the part leader roll the following task:

Difficulty, CHA

Difficulty is as following:

One level of difficulty for each level of difference between the two persons. Starting with difficulty level Average. If the task increase beyond Impossible it is not possible to break away.

So when do the party leader roll this task? Whenever party hears that their patron has decreased in charisma from news casts or by personal experience.

New patrons.

In the event that their patrons CHA decrease to 11, and the party has not broken away from their patron, a new vargr has taken the pilot seat in the organization, and thus owning all the valuable things to their old patron. This include the ship to the players they are working on. This new patron will have CHA of 11+D6 to a limit of 15. And add one to the players value modifier of the ship. this means that the players must work more to down pay the ship in turns of favors. ■■

KFAN UZANGOU is a HIWG newsletter devoted to Vargr, and Vargr related topics. It is distributed freely to all approved Vargr analysts of HIWG.

Others may subscribe by either sending me a Traveller newsletter, they have made. I will then send the latest issue if available, or the next one. Or by sending me an IRC.

Subscriptions and submissions should be mailed to:
Roger Myhre
Ammerudgrenda 168
0960 Oslo
Norway

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HIWG ("History of the Imperium Working Group"): Is a fan organization of Traveller, and works on detailing the official Traveller universe.

HIWG Chairperson	Vice Chairperson
Mark 'Geo' Gelinis	Mike Mikesh
Box 6088	3124 75th Ave. #3
Silverdale, WA 98315-6088	Landover, MD 20785
Genie: M.Gelinis	Genie: M.Mikesh

Membership Secretary	HIWG-Australia
Clay Bush	Dave Schneider
P.O. Box 895	23 Barwell Avenue
Limon, CO 80828	Marleston
Genie: C.Bush3	S. Australia 5033

HIWG-UK	HIWG-Scandinavia
C.N. Walker	Roger Myhre
Bankside, Reddish Road	Ammerudgrenda 168
Marsden, Huddersfield	0960 Oslo
HD7 6NF	Norway

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Travelling in Gvurrdon Sector

By Roger Myhre

As Gvurrdon is the only Vargr sector that survived the Virus, most of the everyday activities in this sector has been changed to ensure its survivability. The factions has been forced to cooperated with each other (sort of), to ensure this. However as the years has gone since the Virus struck, its presence as a danger source has been diminishing. Not that the Vargr populace are ignorant, but when the encounter with Virus ridden ships has been almost nonexistent since 1190 the drive for re-expansion is making its presence. Only whats left of Thoengling Empire is taking a firm stand against recontact the lost Vargr worlds. Regencys pressure on this issue is also an important factor.

Referees should limit the accessibility over the UWP codes in Gvurrdon for two reasons. Firstly the information flow in Gvurrdon is slow, and the Vargr society is under constant change, and that drastically. Something that was true yesterday, may not be that today. Butthen again the info available shouldn't be riddled with wrong info. It isn't Paranoia we are playing. Secondly is that more than one third of Gvurrdon are in the wilds. The players may dig up information on the worlds, but they should be old and outdated. The only information that holds true, is the worlds size, atmosphere and hydrosphere. These physical stats will not be changed by the Virus.

Referees should also note that two of the worlds within the wilds are not rated as wilds in the trade classifications. The Droyne world, Tanga (2005) survived because Droyne with computer empathy interrogated the starship computers, if they was found containing the Virus, the ship was destroyed, without exceptions. Visitors to this world will find the Droyne mildly hostile. And everyone will get their ships searched, and computer checked thoroughly. Those who resist will be killed. No exceptions, and no appology offered. The other world Ozago (3107) with the alien race Opliaraz are so low in tech level that the Virus only had minor consequences. However players should not know this before they visit these places. Both of these systems has actually experienced increase of technology since the Virus arrived.

Starship travel is at its high now in The New Era. Starship purchase is somewhat down, when all the factions has put up quarantine regulations. The trade between Gvurrdon states and Regency has been hampered by these quarantine regulations. Particalary trade from Gvurrdon into Regency has been hurt the most, when Regency has the strictes rules on quarantine. However crafts from Thirz Empire and Thoengling fare better through the quarantine than other crafts. Crafts from Corsair's Den are not admitted at all. Thirz Empire and Thoengling use the same transponder system as Regency, which was developed to halt the spread of the Virus. Commonality of Kedzudh was also offered the transponder suite, but declined when they was afraid that the transponder system had hidden functions that could render their ships inoperative. An understandable concern when Kedzudh and the old Imperium had a war going from 1117 to about 1120. However Kedzudh was not blind for the Virus. It did put up safeguards, but Regency are still not trusting

that front too much.

For those who got a starship one way or the other, should ensure that they got a certificate and valid transponder system. Both Thirz Empire and Thoengling are strict on these things. before a certificate is issued, the craft will go through a quarantine, and extensive testing and examination. Since the Virus came, the demand for better maintained ships has been increased. Thirz and Thoengling grounds any craft that are poorly maintained. The crafts must also go through a examination every 18 months to keep its certificate. To get a certificate cost about 12,000 credits to keep the certificate it cost 5000 credits. There is possible to hold certificate from several factions, but only the certificates from Thirz, Thoengling and Zhodani are of any real value. However the other states, do also require certificates, but their tests and screening procedures are not up to the standard in the above mentioned states. The price of those certificates are high compared to the value of it. The price ranges from 8000 to 20,000 credits with renewal fee of about half that each year.

Non-aligned Vargr worlds do usually not have certification systems, they hold the main certificates in quite high regard, and gives the holders of these certificates little fuzz. Corsair's Den are maybe the faction that gives a damn in where the craft comes from. Ruled by the once widespread Kforuzeng corsair band, the faction keeps to its name. You can sell almost anything here, no one asks where the merchandise comes from. And if you want to buy something this is the place to be. Even if the lawlevels are quite high on one of the world, there is usually no problem to get whatever you look after. You just has to find the right people, and the lawenforcement looks the other way far as you don't make trouble for the citizens of the system.

As it has been thoughter to get a craft legally, many new aspiring owners steal the crafts from others. Just by crossing a border you can escape procecuton. Taking a stolen craft to Corsair's Den are maybe the easiest route. If the craft is stolen from a Thirz Empire registrated merchant going to Society of Equals (SoE) is a good number two when these two factions do not go well together. The only requirement is that you can prove that you have not stolen the craft from other belonging to that

faction. SoE do got quite strict screening procedures, but when they test ships that are stolen from Thirz, they are somewaht lax about it, and the price to get the certificate is cut in the procedure. Same with Corsair's Den, but the price is quite stiff, but then again they don't care where the craft comes from.

A new way of getting a craft is to travel into the wilds and apprehend a working craft there. To date no one has returned with a working craft. At least not alive. But this is not known, when no one would actually admitt they got a craft from the wilds. They would likely loose it to the quarantine until hell freezes over. Someone with this kind of plans should have both a lot of money, and high Charisma to get other to follow him into this crazy stunt.

For Virus protection Regency views SoE as the weakest link. This is due to that it does not go well with Thirz Empire. Thirz Empire has its guard up. Something that both Regency and Zhodani has seen to. Thirz Empire got a large fleet of naval ships to meet any Virus infected ships. Crafts that do not have the correct codes will immediately be put under quarantine, and movement restrictions. If the craft do not follow instruction it will be destroyed without warning. SoE views the naval build up in Thirz Empire suspiciously, diverging naval and intelligence resources to monitor Thirz Empire than watch out for the Virus. Thoengling on the other hand is committed to the bone. Loosing most of its territory due to an accident, they don't want that to happen again.

Vargr ships proven easy to infect, but luckily enough the haphazard maintenance of the crafts made Vargr vampire ships a lesser threat. Prone to breakdown more often than not, the Virus progressed slowly. And Vargr unwilling to coopreate with electronic minds due to the non-Charismatic nature of the Virus made it difficult to get crew to the ships. As the standard of the ships increased by demand from both Regency and Zhodani the Virus found it more and more difficult to infect new ships as the old ones broke down. Still Regency view the coreward border carefully, expecting a breakthrough any moment. Only the future will tell if the Virus has been closed successfully out of what remains of Gvurrdon.

History of Gvurrdon Sector.

By Roger Myhre

Gvurrdon sector is one of the most dynamic Vargr sectors in charted space. It is also the sector which has had Vargr presence a long period of time, compared to other sectors with Vargr presence. This area of space has been shaped by the close presence of the Imperium in its time, and by the Zhodani. A host of Minor races are also present, making this sector a cockingpot for adventurers. The

first explorers reached Gvurrdon about -2900. There has been presented evidence of earlier expeditions, but many do disclaim these evidence, when they are not been investigated in full.

As the time went by, interstellar empires rose and fell. The only interstellar government that can boast at least 800 years of

existence is Society of Equals (SoE). However as with the old Imperium, this group can't show a record of having one type of rule all this time. The old Imperium was somekind of a feudal government with the Emperor or Empress at the top. SoE has had its borders changing constantly. The central government changed just as often, along with its name. In 800 the SoE formed the government it has now. However from this period up to now, the rulers has shifted just as often as before. The only thing that has been consistent, is the constitution of the state.

From 1111 to 1116 SoE had a bloody war with Thirz Empire, which is an interstellar monarchy. The new king at that time did an excellent job rallying the troops when SoE attacked, winning the war at the end. The years after the war the relation between these two worlds was tense at the best. In 1126 some of the worlds that Thirz managed to conquer was handed back. Prior to this many of these worlds had revolted on Thirz. Some wanted independence, others wanted to be handed back, others wouldn't. It all was settled with democratic voting. Something that was difficult on the worlds that Thirz had taken. The archives didn't list all the adult citizens as voters. A long and difficult job it was to sort out this, because those who where voters didn't want the non voters to get voting privileges.

In the middle of all this Rukh and Anti-Rukh clashed in a war that left deep marks in the society of both groups. Anti-Rukh did not have a chance repelling the attack, when Rukh outnumbered them at least 15 to 1. However undercover groups inside Rukh managed to pull off a lot of destructive terrorist acts that shock the foundation of Rukh. The war itself lasted only a couple of months, but the mopping up took nearly a year. And even today Okozargra (1336) is still a radioactive globe, glowing with its own radiation.

In 1160 Rukh experiences internal difficulties. Political historians speculate that when the Anti-Rukh was removed, the rulers did not have anything to gather the populace against. Before the Rukh War the populace was aligned against Anti-Rukh. Now that presence was gone the population started to look

inwards and complain about several things. Sophont rights was one of the major issues. A civil war broke out short after. Luckily enough, most of the fighting was done in space. Various fleet commanders and admirals thought they held the answer, and with their Charisma they managed to recruit a lot of young aspiring Vargr. As the fleets held control over space the worlds themselves didn't fight much with each other when they actually had other objectives than the fleet. When the fleets had expended most of their strength in useless fighting, a lot of officers experienced their Charisma coming crashing down on their heads.

The central government of Rukh was reduced. What remained of the fleets started to look for supporters in the various worlds. Thus Worlds of Leader Rukh started to fall from each other. Several small states did form up. And several worlds did also become independent, or did not link up with someone in fear of getting attacked by the others as reprisals.

In this environment the Kforuzeng did find a lucrative market. When the fleets had expended most of their strength, a corsair band could operate quite safe. From 1160 to 1165 they contract out forces to various faction, being careful not to end up on both sides of the conflict. In 1165 they decided to move into one of the faction in all. The faction did hold quite a lot of resources, but the political, and military will and strength had been diminished in the conflicts. Kforuzeng that had been looking for a new central base since the old one got blown up by the Regency navy in 1130, moved in and took control over the government. This has increased the popularity of Kforuzeng among other corsair groups.

In 1172 Gvaeknoks did the same as Kforuzeng. They had experienced more and more problems with the relation between Thirz and SoE. Trading between these two groups became more and more problematic. The two groups believed that Gvaeknoks spied for the other side. Thus the Gvaeknoks looked for a new base to place their headquarters. They found one of the splinter groups of old Rukh being a prime candidate. They took control over the government by erecting the runaway

economy. They did become so popular that they managed to get control over the government. They soon called themselves Gvaeknoks Trade Union. New trade routes was established.

This part of space is still a place of skirmishes between the groups, but they are rather limited. The Zhodani has made their presence in this part of space more visible, protecting their interest. The two largest enemies are the Kforuzeng controlled The Freedom League Also called Corsair's Den and Gvaeknoks Trade Union. These two has weekly skirmishes with each other. Something that makes travel among these two a bit risky.

The news about the Virus, and the diplomatic pressure from Regency about the same thing made the factions for once pull together (sort of) to prevent a disaster. Very little effect reached Gvurrdon at all. Trailing parts of Thoengling Empire lying in Tuglikki sector experienced some damages in 1140, but because of the forewarning from Regency the damages was minor. Thoengling has always had good relations to the old Imperium, and foster now good relations with Regency. A freak accident in 1146 nearly wiped out Gvurrdon as a political factor in the Spinward area. A small group of Vampire ships managed to penetrate the defenses in Thoengling, and within weeks the Capital feel to the vicious Virus. The Thoengling had to withdraw, just sacrificing worlds in the process. Whats left of Thoengling is just a handful worlds. And now they are really committed. A snafu like this are not going to be repeated, and the naval presence here is heavy. No one is admitted to a world without rigourous search and quarantine for uncertified vessels.

Even for the Virus threat, the factions did continue to fight among themselves as usual, but by pressure from Regency, the faction stopped to use ABC weapons (Atomic, Bacteriological and Chemical). There has been reported nuclear weapon use in Gvurrdon, but then those have only been reported used in space. And those reports has not been confirmed either. ■■

Aliens in Gvurrdon Sector

By Roger Myhre

As most other places in charted space, the universe is teeming with life. Gvurrdon is no exception. I have thus decided to make a short run down on the minor races that are present in Gvurrdon. Bear one thing in mind, none of this are official to date, and I do not know if there is any official minor race present in Gvurrdon. So if any of you out there got any modules explaining minor races in Gvurrdon I would like to hear from you.

The number of minor races in Gvurrdon isn't large. Neither are they well known when most of their worlds are dominated by Vargr presence, or rulership.

Katl*'latl

The Katl*'latl is an amphibian race that are able to live on land as in water. The combined gill and lunge system sees to this. However they may not stay on land too long or they freeze up, as their planet got temperatures in the far sub zeros. They are about 1.5 meters high. A bit stocky, but quite agile. On the head and back they got a sand colored fur that are impregnated time to time to prevent it from getting wet. Elsewhere they got black or dark grey leathery skin. Their hands have 6 digits each and 2 thumbs on each hand. The digits got 5 joints, and are webbed out to the fourth joint. Their legs is configured as human legs, but they got 3 toes which are fairly long. The toes are webbed. They got flat noses and two eyes that are spaced far from each other, giving an

effectively 210 degrees field of vision. Their vision is not as good as human. Their hearing is another matter. They are capable of hearing sounds that are in the deep sub-sonic. Underwater the Katl*'latl navigate with smells and sonar. They emit high frequency pitches that reflects back to them, just like Dolphins. Underwater this may also be used as weapon against small targets as fish. Communication underwater is made by sub-sonic sounds that carry well in water. On the surface, they use the same language, but the pitch is changed so that it goes better with the thin air.

Katl*'latl may move around in different environment, but they got some physical limits. Gravities higher than 1.3 may be harmful for them. So is temperatures above 24°C. Water temperatures at this level are avoided at all cost. In air this is somewhat

easier to avoid by donning suits when travelling off world. If the Air temperature is between -1 and -40 degrees Celsius they produce anti-coolant liquid that is pumped into the bloodstream. They can operate outside in lower temperatures, but only a few minutes.

Bwampbs

This race is bizarre, not only that, but the world is utterly hostile to most other races. Evolved on a world with temperatures in the far sub zero range, has trapped this race on this planet. That has not however stooped them from making their own space program.

They breath a mix of Hydrogen and Chlorine. Something that would normally classify them as an active race, burning energy at high rate. However this is not so with this race. They are large weights about 400 kilos each, the female is a bit larger. They are carnivorous, with a different method of getting food, than other carnivore races. It uses Psionics to trap its prey, which are eaten alive. This easy hunting method forced them to adapt when their prey got scarce. Thus they began with domesticating of food animals. This lead to their introduction to sentience. Contact with Vargr later on, improved their technology.

Their skin is leathery and yellow, with a iridescent green tinge. they got 2 eyes looking straight forward, but their eyesight is rather poor. They are good at detecting movements, but for detail study they are not good enough. They got six limbs, the forward pair has evolved into arms, which are a bit stocky, making their appearance clumsy. Their head is small, apparently too small for such a large body. However their brain is not situated in the head, but in the chest cavity. The lack of brain in the head makes it rather flat and narrow, with two radar dishes standing out from the sides, which actually are their ears. Usually they don't wear clothes, but for ease of identification for off worlders, they wear a colored bandolier over their shoulder.

Jaylay-yay

An amphibian race, that uses most of its time on the surface. Prior to contact with Vargr, they had developed only rudimentary technology. A few places had reached early iron age.

This race has one rare ability that has not been observed in a such advanced race. And that is the ability to give electric shocks. But this does not mean that the Jaylay-yay is immune electric shocks themselves. If the target is insulated, it will backfire. In water the target just has to be close to the Jaylay-yay to work. However the effect is then 360 degrees out from the Jaylay-yay.

The Jaylay-yay is omnivorous. They are lightly built, massing an average of 75Kg. They got 4 fingers on each of their two hands. The hands are webbed, but not all the way out. Their toes are not webbed at all. Their head holds four eyes configured such that the upper pair is the only part that is above the surface when they swim in water. However studies show that the upper pair has been weakening over the generations, due to disuse. Their skin is scaled like a fish, but near the joints it goes over to more leathery substance. Their color varies from all the colors in the rainbow, something that makes it easy to tell

the individuals apart.

Xienner

This race comes from a world which are fairly warm, and got quite high air humidity. Much of the planet is covered by large forests and jungles. The Xienner descends from a stock of omnivorous primates, just like Humans. Although for this similarity, there is no way there can be confusion between Humans and Xienners.

Xienners got slim graceful bodies. Their average height is about 180cm. They got a 150cm tail. They are bipedal with digitigrade legs. Their forelimbs are long and slender, with 5 fingered hands. Their body is covered with fur which are white or golden, with shades in between. Their face looks somewhat like a baboon, but covered with short and stiff hairs. The nose got long whiskers. The tails is good enough to pick up items like bags and key rings and the like. However it is not capable to carry much weight.

One thing that is unique to this race is their shape change ability. They are not shape changer in the meaning that they can alter their features from original shape to sludge or a human. But they can change their shape so that the body, limbs and the like get configured better to do the work at hand. This ability is controlled by an enzyme that is let out into the bloodstream. The ability to generate more of this enzyme diminish with age, so old Xienners can't shape change at all.

This shape change would have made them perfect soldiers, but they are friendly and peaceful. Their culture is closely related to the nature, even for their high technology. Killing can only be done in necessity. This has made them the perfect diplomats, which are sought after in Gvurrdon and surrounding areas. Another feature is the total lack of Psionics. They can't utilize psionics at all, and try to mindread them is futile.

Tirrill

An avian alien race. The Tirrills lives at TL 0. Which would classify them as barely sentient. The Vargr which first took contact with them, hunted them for their fine feather hide. But when it became evident that the birds were sentient, all hunting ceased. The Tirrills are protected from hunting. Any killing of a Tirrill for their hide is penalized with death.

The Tirrills are about 150 centimetre high, and got bright colors from blood red to deep navy blue. The chest and abdomen are generally white or silver grey. They got a 15 centimetre long beak like a gull and powerful claws they use to dig in the earth for Lummi roots or insects.

What's curious about the Tirrills are that they have excellent mathematical knowledge. Some are so good that they can calculate the jump coordinates and data for a distances up to one parsec without the aid of a computer. Some Vargr merchants use Tirrills onboard their vessels for entertainment and for their excellent mathematical skill.

Tirrills are popular in various parts of Gvurrdon for their beautiful sing song skills, and are often employed at taverns and inns for entertainment.

When the Tirrills are lacking manipulators they usually do not wear clothes or use tools. However a few Vargr corporations have built waldos that the Tirrills may use. However few do make use of the waldos when they constrain them from flying.

Ungrest

This race descend from a desert dwelling carnivore. It got a thick hide, almost chitin like in substance. They are somewhat hunched. When rolled up they are totally hidden behind their shell like back, which gives them very good protection. Their appearance is almost insect like, which can scare the hell out of unwary travellers. They are quite small and stocky, but not clumsy, even when they may seem like it. Even before the Vargr contacted this race, they had acquired tech enough to start a space programme. The first contact with Vargr, and Humans accelerated this process.

They claim to have developed jumpdrive on their own, but this has not been confirmed. However they are not able to use the jump technology to its fullest. So in this field they are still on tech 9. The reason for this is that the Ungrest can't survive the jump for some strange reason. But the Ungrest do use so called unmanned jump launches, which actually are crafts ranging from 100 to 300 ton. These are used to move supplies fast through the system, and to the neighbouring system that they have started to colonize. The Ungrest move through interstellar space with SLD ships, powered by a ram scope.

The Ungrest is quite aggressive, but not outright hostile. Various merchants do trade with them, but any technology is unavailable, when it is much specified for the race. And the Ungrest is unwilling to sell out technology to inferior traders. This might stem from a paranoia that they are afraid of that the tech might be turned against them. However there is possible to buy lot of other non-technical stuff like foodstuffs, and art.

Bzruellokh

This race stems from a world which are quite chilly, which explains their heavy built due to insulating fat. Descendants from omnivore/gatherers which evolved on the great steppes of this planet. They are massing about 95kg, the females a bit less. Their legs are short with broad feet, that prevents them from sinking too deep into the snow. Their early forefathers had quite a lot of body hair, which disappeared when the Bzruellokh started using clothing to protect them further from the chill. Their arms are long, reaching down to the knees when they stand upright, and powerful. Their skin resembles that of a human, but is rougher and thicker. The skin color ranges from white to yellowish. Their arms and head is covered with thick white hair. The face holds two small eyes which are set deep into the skull. The ears resembles that of a rabbit, but is a bit broader.

From what is usual among other races, Bzruellokh does have a peculiar rhythm. Their pre-sentient ancestors hibernated during the winter, gathering food in the summer. Thus they almost never sleep half of their local year. In a modern society this is quite difficult, but this hibernating are still being done. But the cycles are more controlled, so that their society still works, even in the winter. Their starships

got special hibernation modules, for crew or owners that are due for they hibernation cycle. The fact is that the Bzruellokh gets sick if it can't hibernate over certain period. Drugs can prolong the wake time between hibernation, but are used sparingly.

Opliaraz

Descendants from omnivore scavengers that was cave dwellers. The latter has given them sight that spans from visible light to the infrared spectrum. They got large black eyes. Matter of fact the pupils are the only part of the eye visible. Their size is small compared to humans, with an average height of 145cm. They got bat like ears that can be moved towards a sound. This coupled with their wide field of vision, that is 220 degrees gives them a superior surveillance capability compared to most other sentient races.

Their society is built around the family, which forms a clan. When the Vargr contacted these the first time, they were hunted for their fur. Even when they had advanced into the iron age. This hunting was stopped some hundred years ago, by a group of resourceful explorers. However the Opliaraz is still xenophobic about outsiders. Those who wants to do business in this system should do it through the Aelluengh Mercantile Company, which is the only company the Opliaraz will trade with. The reason for this is that the Aelluengh is owned by the ancestors of those who helped the Opliaraz from extinction. ■■

Alien Homeworlds

World	Hex	UWP	Codes	PBG	Stars	Race
Fufokkfal	0112	E638688-7	Ni Si	912 Vb	M9 V	Katl**latl
Angudh	0401	E7A77BA-B	C Fl Si	721 Va	M7 V	Bwampbs
Inghinfudzolorz	1037	B6A5786-8	Fl Si	343 VI	K2 II M3 V	Jaylay-yay
Raezarourkollarrakhs	1126	C466634-B	Ni Si	621 Vf	F0 V	Xiennner
Tirrokoelaegz	1821	B463645-A	Ni Ri Sv	312 Vc	F4 V M4 D	Tirril
Aellaesgvarzath	2128	A231365-G	Lo Ni Po	O:2129 210 Va	M1 V	
Gaekloungoezaghun	2129	A697A78-G	Hi In Si	834 Va	F4 V	Ungrest
Fae Kodh	2536	D445313-7	Lo Ni Sv	301 Va	M4 V M1 D	Bzruellokh
Ozago	3107	C331731-7	Na Po Si	501 Va	M0 V M4 D	Opliaraz

Note that these stats are updated to TNE (1200 Imperial). Do also note that system 2128 has no native aliens, but that race from 2129 has colonized 2128. The codes: Si stands for Native Sophont race in control of Government. Sv stands for Native Sophont race, but Vargr in control of Government.

Power groups in Gvurrdon

By Roger Myhre

Gvurrdon are filled with different political factions and groups. All got their own agenda, and goals for the future. This makes it a different place than most other sectors in charted space. The different outside groups as Zhodani and Regency add to the confusion. The alliances among the groups are also difficult to understand at times.

Allez

Remnants of the old Rukh alliance. The Rukh party tried to hold off long as possible, but when the break did come, they lost all control. After several years of internal fighting, a loose group of aristocrat managed to get some kind of control. The alliance is now ruled by the aristocrats, but the worlds got some self rule to a limit. They might not pass new laws without the Allez government gives them permission to do so. They have over the last years worked with improve their relations to the surrounding factions, among those Regency. Zhodani already got an embassy here, from the time Rukh existed.

Church of the Chosen One

This quasi-religious sect has been diminishing the last 50 years. During the Rebellion, and shortly after it registered a small increase in popularity, but the advent of the Virus changed the opinions again. As a result of this they have closed most of their centers, turning their resources into finding the Ancients, to prove once and for all that the Vargr is meant to inherit the universe after the Ancients.

Dzen Aeng Kho (Society of Equals)

A military ruled society, where the citizens must be rated Equal before they can get voting status, or enter certain careers. To get rated as Equal the citizen must go through a test, which can be dangerous. This test is taken at age 16 usually, but it can be taken later. Non-Equal citizens that did not make the test might be rated Equal later if they perform excellent in their line of duty. And this is

usually in the military services. SoE do also keep slaves, but they may not be mistreated.

Gvaeknoks Trade Union

Formed in 1172 when Gvaeknoks got fed up by the trading difficulties between Thirz Empire, and Society of Equals (SoE). A new base had to be found. The break up of Rukh gave the right opportunity to establish a base where Gvaeknoks could keep a political presence without losing control. The Gvaeknoks Trade Union (GTU) was formed short after. Gvaeknoks holds the control over the interstellar government, but the worlds themselves maintain their own government. Gvaeknoks got even more popular as it invested in different projects to build up the local economy. Thus Gvaeknoks can buy cheap and sell expensive to worlds outside GTU.

Kedzudh Aeng

Formed originally to hold corsairs at bay, but formed the Glass Bond alliance with Kforuzeng in 1116-17. Imperial analysts concluded that this bond wouldn't hold for long, but they were wrong. After the campaign in Spinward Marches was finished, Kforuzeng started to look for new markets. Kedzudh worked for improving its relations to Regency. Kedzudh are still a loose alliance, with the worlds handling their foreign policy on their own. Only the near presence of the virus do keep them together today.

Noerrgh Confederate

A dissident group lead by Noerrgh started to get popular in 1178. By two years it has spread to near lying worlds. Noerrgh wanted to disband the monarchy of Thirz Empire, but the Royal Thirz Family resisted. Armed conflict broke out, but an armistice was reached in 1182. Noerrgh Confederate is actually a wobbly alliance. They don't seem to manage to agree on a single item. The only reason that it still exist might be that Zhodani got some control, with help of Thirz Empire, over the group. Why Thirz has not moved in and taken control is not known.



Oberlindes Lines

A Spinward Marches based trade company. They are maybe the best traders in the sector, not counting Gvaeknoks. As the peace has been spreading through the rimward reaches of Gvurrdon, Oberlindes are looking into reopening their base at Triad, that got closed in 1117. Further expansion into Gvurrdon are also planned, but there is a few problems. Kforuzeng got quite a presence in the rimward portion. Economic analysts just wait on the day that Emissary, Oberlindes trade cruiser will clash with the light cruiser of Kforuzeng, Ozarr. Gvaeknoks do also close their borders for Oberlindes, making a coreward expansion difficult.

Regency

Doesn't have any direct presence in Gvurrdon, but keeps emissaries around in the different groups to know what is happening. They got best relations with Thoengling and Rueks Legacy. The relations to Kedzudh and Ve Ekhille Ksafi are also softening up.

Rroerz Uerra

This is actually what is left of Anti-Rukh coalition. When the Rukh war was over, these worlds rebuilt their society. Helped by a Zhodani backed Rroerz political party. The Zhodani presence has been fading the last few years, but still there.

Rueks Legacy

One of the splinter groups of old Rukh. They hold a small base, and try to stay out of trouble. To protect their worlds, they have hired ships from 40th squadron. Repeating raids from Corsair's Den saw to this.

The Freedom League

Also called Corsair's Den by outsiders. Kforuzeng has control over this alliance, even on local world government level. However not full control. Kforuzeng tried to take full control, but found it too difficult, and that they could loose Charisma on it. However after Kforuzeng took over the situation on the worlds became actually better. Many corsair groups sought to Kforuzeng after this. Corsairs that visit this place can come and go as they like, far as they do not break any rules here. No one asks questions where the wares comes from. The trade taxes are also quite low.

Thirz Uerra

An Interstellar Monarchy formed with the help of Zhodani. The worlds got independence in that way that they can choose their own local government, but the monarchy with its appointed governors do the interstellar policy. This part of Gvurrdon holds a large percentage of the Psionic capable Vargr. They fought the Equality war against SoE from 1111 to 1116. Where upon SoE lost much territory. It maintains good relations to most factions in Gvurrdon, excepted for SoE, where a cold war status is at hand.

Thoengling Raghz

Has always had good relations with the Empire, and continue to nurture this through Regency. It is maybe the interstellar state that has suffered most from the Virus. First they managed to keep it at bay, but a breakthrough forced the Thoengling Navy to withdraw. The Capital was lost in matter of weeks. Now there is only a handful worlds left from this state, which once was the biggest is Gvurrdon.

Ve Ekhille Ksafi (40th Sqrn)

One of the alliances that participated in the FFW against the Imperium in 1107 to 1110. The government is a strict military rule, but the individual worlds has gotten more to say the latest years. The reason for this might be by the pressure from Regency because of the Virus. Ve Ekhille Ksafi doesn't like Regency much, but it is not strong enough to make a dent in Regency's armor. The fleet capability of Ve Ekhille Ksafi has been built up over the years, but still small compared to other groups.

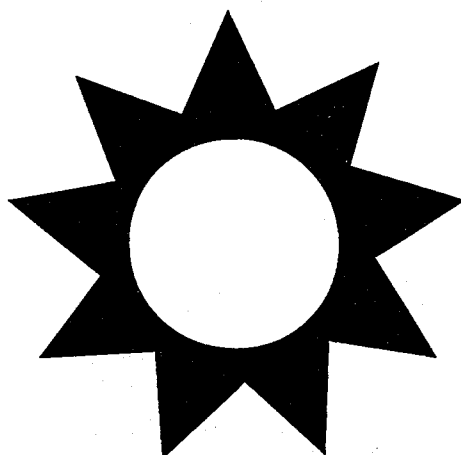
Zhodani

Their aims for the Gvurrdon sector has changed over the years. As their long time allied Rukh disappeared, Zhodani had to move in with force to prevent that Zhodani owned industry didn't get caught in the middle. However they was not able to prevent that Rukh broke up, maybe for the best. As Zhodani sought after to control the groups along their border to keep them safe, it got easier now that the tension in this area of space loosened. It did also get easier to deal with the different worlds after Rukh disappeared. Zhodani has opened quite a lot of trade missions in Gvurrdon the latter 20 years. ■■

Insignias of Gvurrdon Sector

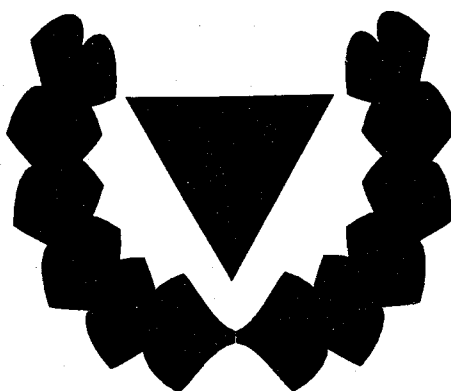


The Freedom League



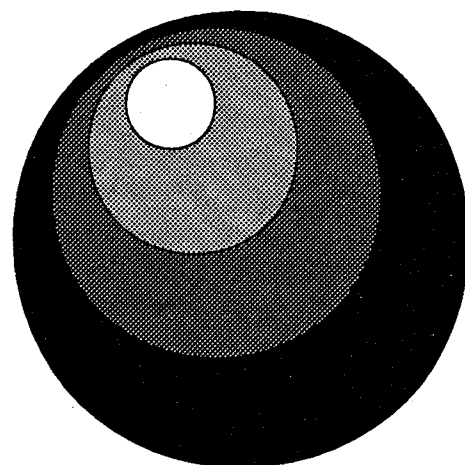
Ve Ekhille Ksafi

Based on insignia from GDW's game Fifth Frontier War.



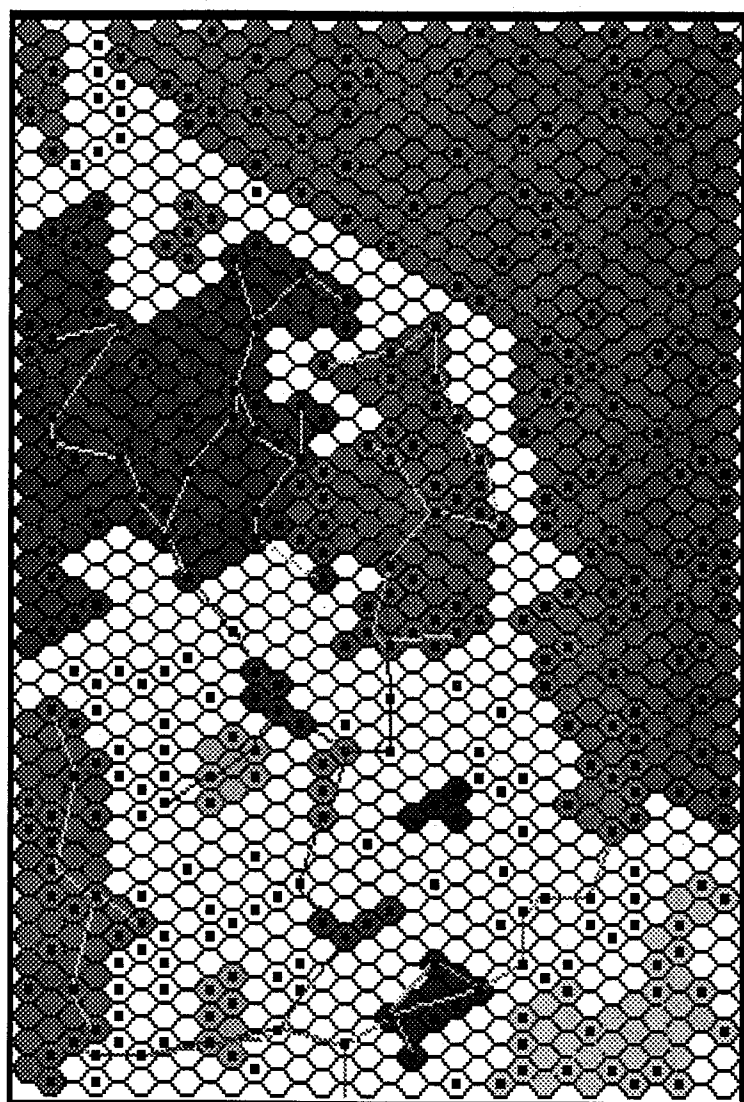
Thoengling Empire

Made after the insignia suggestion to Martin Owen, in AABP #14



Church of the Chosen One

Gvurrdon Sector Map Released 1200



- Commonality of Kedzudh
- Zhodani
- Wilds
- Thirz Empire
- Noerrgh Confederate
- Society of Equals
- Thoengling Empire
- Allez
- Ongue Republic
- Gvaeknoks Trade Union
- The Freedom League (Corsair's Den)
- Rroerz Uerra
- Rueks Legacy
- Ve Ekhille Ksafi (40th Squadron)
- Independent world
- Capital world

- Courier route
- Oberlindes line route
- Gvaeknoks Main route

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Subsectors

A) Ongvos	I) Kfan Uzangou
B) Zoghz	J) Rukh Odzuetarug
C) Adhsakh	K) Ksits Usathu Odzuetarug
D) Fanganger	L) Aelluekh
E) Uerra Rueskhen	M) Llanic
F) Dzen	N) Spurl
G) Lla Iz Therrg	O) Uthe
H) Thoengling	P) Firgr

Gvurrdon Sector UWP

World	Hex	UWP	B	Remarks	Z	PBG	Al	Star1	Star2	Star3	S		
Enjotodl	0104	C8A8100-6	Z	Lo Ni P1	501	Zh	M4	V	M4	D	A		
Pufokakfel	0112	B638688-7	Ni	Si	912	Vb	M9	V			B		
Taraang	0113	B00098C-A	Hi	Ma In As	212	Vb	M1	V			B		
Tjeol	0130	A683875-C	Ri		420	Zh	G3	II	M1	D	I		
Setipenzh	0131	B657586-B	Ag	Ni	205	Zh	M4	V			M		
Chench	0137	D559426-3	Ni		214	Zh	K1	IV			M		
Zhenchve'chip	0202	B666558-8	Z	Ag Ni	902	Zh	M1	V	M9	D	A		
Metimadi	0205	B646730-8	Ag		822	Zh	P0	V			A		
Dho Ega	0208	B480653-8	Ni	Ri De	610	Vb	M4	V	M7	D	A		
Onagzorrruall	0212	D889737-2			601	Vb	M2	V	M0	D	B		
Kerkukhaeka	0215	B888554-B	Ag	Ni	325	Vb	K6	V			B		
Seazghen	0216	R200A72-C	G	Hi Na In Va	402	Vb	M6	V			B		
Talfazagnou	0220	B7A5542-8	Ni	P1	724	Vb	M3	V			B		
Aarsaadha	0221	B98A88A-8	G	Ri Wa	622	Vb	P6	V			I		
Aedhue	0223	A9C4000-B	Lo	Ba Ni	824	Vb	K0	II			I		
Qenstanae	0226	B73987A-3			710	Zh	M1	V			I		
Sblonyesefl	0230	B334210-D	Lo	Ni	403	Zh	G7	V	M0	D	I		
Tseazh	0231	B000762-B	Na	As	811	Zh	M7	V			M		
Jdiprqrrefr	0232	B100A99-C	Z	Hi Na In Va	923	Zh	M4	III			M		
Vied	0233	B43677B-C			721	Zh	M3	V			M		
Piiploraneshich	0235	B626611-7	Ni		825	Zh	P3	IV			M		
Tlirt	0239	B698542-B	Ag	Ni An	803	Zh	P5	V			M		
Astanch	0240	A341410-E	Ni	Po	301	Zh	M0	V			M		
Teazrg	0306	C674683-8	Ag	Ni	103	Va	M3	V			A		
Unoldhesaalae	0309	B300687-9	G	Na Ni Va	201	Vb	M7	V			A		
Gzoulakgha	0317	B793ACD-B	Ni	In	310	Vb	K9	V	M0	VI	B		
Llathosvaghoe	0323	B67387B-A			410	Vb	M3	V	M3	D	I		
Dzodo	0325	B6A4896-8	P1		703	Va	M3	V			I		
Iatl Iatl	0327	B685233-B	Lo	Ni	322	Zh	G5	V	M4	D	I		
Enjgore	0329	A247245-A	Z	Lo Ni	210	Zh	M0	V			I		
Blienzakats	0334	B465110-9	Lo	Ni	401	Zh	K0	VI	M2	D	M		
Vriaajets	0337	B583554-A	Z	Ni	801	Zh	K7	V	M4	V	M		
Diesach	0339	B334579-C	Ni		115	Zh	M4	III			M		
Angudh	0401	B7A778A-B	P1	Si	721	Va	M7	V			A		
Knoeluzudel	0402	A352614-D	Ni	Po	803	Va	K1	VI			A		
Duduell	0403	C352215-E	C	Lo Ni Po	203	Va	P0	V			A		
Tarraekhs	0405	B000657-C	C	Na Ni As	311	Va	M4	V	M2	D	A		
Uedhoelukhus	0407	B300314-9	Ni	Va	920	Vb	K6	V			A		
Roknughroes	0410	B100A99-C	G	Hi Na Va	924	Vb	M4	III			A		
Zuts Agning	0411	B43677B-B	G		222	Vb	M3	V			B		
Uefokung	0419	D433640-6	Na	Ni Po	821	Vb	P6	IV			B		
Rarksegzvungougae	0422	A110100-D	Lo	Ni	701	Vb	M1	V			I		
Zulgziga	0425	C8B4854-8	P1		202	Va	K0	V			I		
Ethue	0426	B254300-B	Lo	Ni An	233	Va	P7	V	M5	D	I		
Vlezh Epr	0428	C5A179C-5	Z	P1	524	Zh	M0	III			I		
Zhdapl	0430	B63A58B-A	Ni	Wa	201	Zh	K3	V	M1	VI	I		
Onsanh	0433	B677732-5	Z	Ag	221	Zh	G1	V			M		
Odliedr	0438	D7A7655-E	Ni	P1	610	Zh	G2	V			M		
Aak Elakfough	0439	A000412-G	Lo	Ni As	220	Va	K8	V	M7	D	M		
Oughastha	0440	B767658-5	Ag	Ni Ri	401	Va	M2	V	M2	D	M		
Gvuksdourrh	0502	X685000-0	C	Lo Ba Ni Wi	103	Va	M3	V			A		
Songl	0503	B736467-A	Ni	O10402	110	Va	M3	V	M1	D	A		
Llaegh	0504	B638359-9	Lo	Ni	110	Va	P0	V	M4	D	A		
Torrvagva	0505	A577526-C	G	Lo Ni An	220	Va	P3	V			A		
Uthgvoe	0512	A481426-B	G	Ni Cx	710	Vb	A3	II	K5	V	B		
Gvoeloengnoethu	0517	B63A410-A	G	Ni Wa	702	Vb	K6	V	M3	D	A		
Gaughuuvullung	0525	A693530-A	Ni		433	Va	M9	III			I		
Oenoukh	0528	C794459-9	Ni		820	Va	M4	V			I		
Khoegherseang	0529	B896455-7	Ni		823	Va	G9	V			I		
Stilehegr	0535	B000331-C	Lo	Ni As	701	Zh	As	V			M		
Ognirrirrgagukhukh	0536	B86A346-A	Lo	Ni Wa	501	Va	P7	V	M9	D	M		
Tuatinqou	0537	C659337-5	Lo	Ni	501	Va	M4	V			M		
Tagaktaduan	0538	C89A225-9	Lo	Ni Wa	211	Va	M3	V			M		
Rougungol	0539	B330479-B	C	Ni Po De	501	Va	M0	V			M		
Aroallou	0613	B9C5533-9	Ni	P1	303	Vb	M6	V	M5	D	B		
Luerrghankawz	0618	B276445-5	Ni		812	Vb	K2	V			B		
Agzaez	0619	DAC8787-9	P1		534	Vb	G8	V			B		
Poggukoetsaelksakh	0625	C5028CB-8	C	Na Ic Va	610	Va	M0	V			I		
Pz	0629	B657445-6	Ni		210	Va	P8	V	M0	D	I		
Takmarkag	0630	B370499-A	H	Ni De	112	Va	M3	II	G0	V	M7	VI	I
Aldhagh	0633	A454420-9	Ni		210	Va	M1	V			M		
Iaivr	0634	D326974-9	Ri	In	922	Zh	P2	V			M		
Saedhuanregh	0635	B441445-8	Ni	Po	223	Va	M3	V			M		
Fourfurrghagh	0639	B436352-B	Lo	In	221	Va	K5	V			M		
Dzukoun	0703	C788759-7	An	Bl Wi	814	Va	P6	V			A		
Onangoen	0709	B450778-A	Po	De	302	Vd	M4	V			A		
Suedh	0719	B436113-D	Lo	Ni	510	Vb	M1	V			B		
Tsukifi	0720	B97788C-8			220	Vb	G3	V			B		
Gvোধoeks	0725	B582574-9	C	Ni	801	Va	M4	V	M1	D	I		
Roegoukhagho	0727	B554853-7			302	Va	K0	V	M9	D	I		
Orandzaang	0728	B436445-C	Ni		302	Va	M4	V	M5	D	I		
Ghin Uerr	0729	B865253-7	Lo	Ni	421	Va	K3	V			I		
Kaon	0730	B5A487A-A	P1		224	Va	P7	V			I		
Aaghez	0735	B898537-6	Ag	Ni	802	Va	M1	V			M		
Kor	0736	B66A425-9	Ni	Wa	310	Va	M3	V			I		
Duekh	0737	B7A6886-8	C	P1	434	Va	G4	VI			M		
Kuanruakh	0739	C35874A-7	Ag		420	Va	P3	V			M		
Zangarr	0803	D100000-0	Ni	Va	023	Va	M4	V			A		
Kaaghae	0804	B878245-6	Lo	Ni Bl Wi	310	Va	M2	V	M5	D	A		
Tangarkukokhs	0807	C87A532-8	Ag	Ni	322	Vd	As	V			A		
Ellfoegaozou	0808	B58878B-5	Ag	Ri	810	Vd	G7	VI			A		
Gentsugh	0809	A000100-D	G	Lo Ni As	420	Vd	M2	V			A		
Khaeknae	0815	B485898-9	Ri		102	Vb	M4	V			B		
Ellallue	0817	B302632-9	Na	Ni Ic Va	901	Vb	M4	V	M9	D	B		
Gvurrdon	0821	B756986-C	Hi		503	Vb	M4	V			I		
Aerrighe	0824	B688806-7	C		724	Va	M4	V			I		
Uenag	0832	D343534-6	C	Ni Po	210	Va	K2	VI			M		
Onllae Roungo	0901	B886639-4	Ag	Ni Bl Wi	810	Va	K3	VI	M8	D	B		
Korrualloko	0904	X100000-0	Ve	Ba Wi	003	Va	K0	V	M5	D	B		
Taekfoangsego	0908	B866553-9	Ag	Ni Cx	901	Vd	G5	VI	M4	D	B		
Daerrg	0926	C636627-9	Ni		723	Va	M4	V			J		
Orre	0929	A00079C-P	G	Na As Cx	100	Vg	P9	II			J		
Uegukell Vakfex	0930	BAD48AD-6	P1		102	Vg	G2	IV	K8	V	J		
Vurzfouarraekaan	0934	A65A255-A	C	Lo Ni Wa	422	Va	P0	V			N		

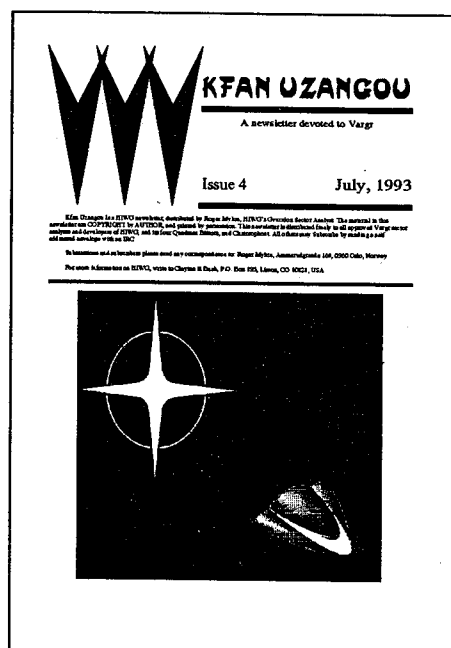
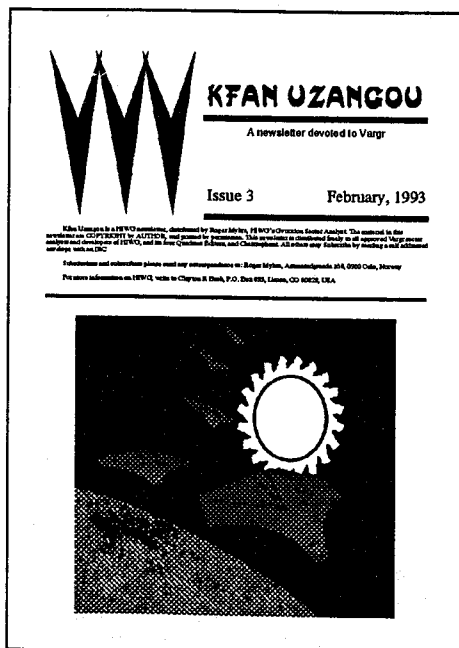
World	Max	UWP	B	Remarks	Z	PBG	Al	Star1	Star2	Star3	S		
Saksoukuer	0935	B5727AC-6	Mr		712	Va	A3	IV	K8	V	N		
Aerricho	0937	B3008C7-B	G	Na Va Cx	701	V1	M9	VI	M6	D	N		
Neridhueraang	0938	B431334-B	Lo	Ni Po	501	V1	M4	V			N		
Ghin	0939	C4778C-6	Ag		810	V1	M8	III			N		
Luerrgnudhlaerz	1009	B657337-7	G	Lo Ni	323	Vb	K5	V			B		
Gzonough	1010	D524842-4	Na		930	Vb	P7	V	M7	D	B		
Okskful	1014	B661953-9	Hi		602	Vb	G2	V	M3	D	F		
Tongsaedhongaell	1015	C435379-6			R 201	Vb	M0	V			F		
Gagvok	1023	B9AA887-C	C	Wa P1	104	Va	K1	V	M0	D	J		
Seall	1027	A3578AC-F	G	Hi	202	Vg	M0	V			J		
Dhag	1034	B310335-7	Lo	Ni	204	Va	K3	V			N		
Koakh Uax	1036	C453332-7	Ni	Po	424	V1	P7	V			N		
Inghinfudzolorz	1037	B6A5786-8	P1	Si	343	V1	K2	II	M3	V	N		
Zaonluakagze	1039	B200686-8	Na	Ni Va	334	Va	P0	V			N		
Aksugzael	1102	XAC5000-0	Na	P1 Wi	002	Va	M6	V	M1	D	B		
Ngues	1104	B777200-4	Lo	Ni Wi	201	Va	M2	V	M5	D	B		
Rusakhen	1106	X220000-0	Na	De Wi	022	Va	M7	III			B		
Tsuaningaguakaetho	1107	B5A5204-B	Lo	Ni	814	Va	K2	V			B		
Louks Aak	1109	B384026-3	Lo	Ni	703	Vb	K6	V			B		
Keethu	1112	A00089B-E	Na	As	622	Vb	M5	V			F		
Allous	1115	B65A773-A	Wa		713	Vb	M1	V			F		
Dzerrdhakse	1116	A766645-B	G	Ag Ni Ri	914	Vb	G4	VI			F		
Derrugaug	1119	B344564-B	Ag	Ni O:1116	602	Vb	P2	V			F		
Vonghoa	1120	B4007CG-9	Na	Va	622	Vb	G7	VI	M8	D	F		
Tageth	1125	B989559-A	Ni		701	Vf	P6	IV	M0	D	J		
Raszarourkollarrakhs	1126	C466634-B	G	Ni Si	621	Vf	P0	V			J		
Longastouko	1128	B433573-7	Lo	Ni Po	120	Vg	M1	III	G8	V	M8	D	J
Koakhse	1129	B67A121-A	G	Lo Ni Wa	924	Vg	P3	II	M0	D	J		
Ogotelloagzellig	1132	A576842-8			324	Va	M2	III			N		
Angpika	1134	A505401-E	Ni	Ic Va	920	Va	K3	V			N		
Akfuah	1140	D330689-7	Na	Ni Po De	603	Va	P9	V	M6	D	N		
Ukongull	1201	X779000-5	Na	Lo Ni Wi	901	Va	G6	IV	M0	D	B		
Ngoarrgh	1216	B22065A-7	Na	Ni Po De	603	Vb	K8	V			F		
Nyuratur	1219	C87A111-5	G	Lo Ni Wa	434	Vb	P3	V			F		
Aadhar	1225	B4908C9-A	De		422	Vf	M0	V			J		
Voullatuang	1226	A203326-B	G	Lo Ni Ic Va Cx	421	Vf	K6	V			J		
Uasthaan	1233	B221336-9	Lo	Ni Po	720	Va	P6	IV			N		
Kaorakhuue	1236	B200657-C	Na	Ni Va	104	Va	G9	V			N		
Uarrthu	1238	B325986-B	Hi	In	302	Va	G0	V	M6	D	N		
Kukhuu	1305	X000000-0	Na	As Wi	011	Va	K7	V	M3	D	B		
Rinvoengerrazodhae	1307	X110000-0	Na	Wi	001	Va	P4	V	M6	D	B		
Vaeghovangugh	1310	A576842-8			324	Vb	M0	III	G7	D	B		
Pirullvorskohk	1315	B436654-9	G	Ni	920	Vb	M1	V	M3	VI	F		
Agwadh	1317	B737ABC-B	G	Ni Cp	924	Vb	G4	V	M0	VI	F		
Sorkon Aeth	1318	A23477A-B			520	Vc	P1	V			F		
Dhaeghoersaen	1320	B73A478-D	G	Ni Wa	922	Vc	P6	VI			F		
Akhaadag	1327	B463355-B	G	Lo Ni	801	Vf	K0	VI			J		
Sethgnakk	1333	B06769C-4	G	Ag Ni Ri	535	Va	G9	V			N		
Okofozarrga	1336	X596000-0	Na		R 013	Va	K5	V	M1	D	N		
Tzougwaaxa	1337	B5A1300-B	Lo	Ni P1	901	Va	M0	V	M5	D	N		
Duarongvao	1413	B6464997-C	G	Hi	422	Vc	A4	V	K9	D	F		
Llhaeksaad	1415	A120212-B	G	Lo Ni Po De	503	Vb	P4	V			F		
Uring	1417	B261866-9	R	O:1318	722	Vc	G8	V			F		
Osner Gin	1418	B8BA322-C	G	Lo Ni Wa	701	Vc	M5	V	M2	D	F		
Ilung	1419	B561257-7	Lo	Ni	323	Vc	M4	II			F		
Dhallorag	1420	D543322-4	Lo	M1	622	Vc	G6	III			F		
Kfoleall	1421	B86AA6-B	G	Ni Wa	403	Vb	M3	V			J		
Ovaseakha	1428	B667877-9	G	Ri	122	Vh	P1	V			J		
Orz	1429	D95A88C-6	Na		524	Vb	P8	V	M4	D	J		
Pagvaenghuanouts	1430	B440786-8	Po	De	925	Vh	K2	V			J		
Dharrghakheuzarorrduar	1434	B843200-7	Lo	Ni Po	901	Va	G9	V	M0	D	N		
Gungghueque	1502	X324000-0	Na	Wi	021	Va	M4	V			B		
Dhuaks	1503	X433000-0	Na	Wi	001	Va	M6	V			B		
Naan Dri Ona	1504	X55856D-3	Ag	Ni B1 Wi	702	Va	K1	IV	B		B		
Roads	1506	B585400-8	G	Ni B1 Wi	201	Va	M2	V			B		
Gikhs	1508	C76656B-5	Ag	Ni B1 Wi	901	Va	M3	V	M5	D	B		
Thadlaksaak	1511	D86769C-4	Ag	Ni Ri	535	Vb	G9	V			F		
Hgaengsa Dwaeha	1512	B75A729-6	Na		914	Vb	P8	V			F		
Raarsava	1524	B100262-A	Lo	Ni Va O:1623	903	Vc	G1	V	M7	D	J		
Kaneldhuellough	1527	A6535AP-A	Ni	Po	523	Va	K9	V			J		
Ghankerongolu	1528	A331778-B	Na	Po Cx	601	Vh	M4	V	M8	D	J		
Noe	1535	A110454-D	H	Ni Cx	323	Va	M4	III			N		
Dhaengae	1539	B9789AA-A	Hi	In	410	Va	M4	V	M3	D	N		
Ylrongraengzer	1602	B538442-7	Ni	Lo Po B1 Wi	101	Va	M1	V			B		
Gaknu Val	1616	X9A6A14-2	G	Ni Wa	620	Vc	M6	III	M7	D	F		
Ililkerkunotse	1622	B54587A-A			420	Vc	M2	V			F		
Taeaksedhagnou	1623	A5A468C-D	G	P1 Cx	323	Vc	M2	VI			J		
Ougzaag	1631	B9A9641-B	C	P1	902	Va	K8	V	M1	D	N		
Usara	1634	B200674-7	C	Na Ni Va	224	Va	M8	V			N		
Okfitos	1709	X000000-0	Na	As An Hi	023	Va	P3	V			C		
Yurkyruell	1714	B432321-A	G	Lo Ni Po	120	Vc	P2	V			G		
Riirrrronggkxerzoull	1714	B3728AD-B			110	Vc	M3	V	M3	D	G		
Ghugi	1716	B686567-B	Ag	Ni O:1717	404	Vc	M3	V			G		
Llhou south	1717	A253A9B-C	Ni	Po	602	Vc	M4	V	M4	D	G		
Ungan	1721	B402122-D	Lo	Ni Ic Va	423	Vc	P0	V			K		
Taounduekfagun	1722	A246455-C	Ni		201	Vc	M1	V	M3	D	K		
Ousa Paag	1724	A69476A-B	G	Ag O:1623	222	Vc	G8	V	M3	D	K		
Amvgung	1726	A6827731-B	Ri		620	Va	M1	II			K		
Ankhir	1728	C66998B-7	Ni		613	Va	M2	V			K		
Brethung	1734	B75A440-6	C	Ni Wa	623	Va	K4	V			K		
Uthith	1738	B210577-C	G	Ni Cx	623	Va	M0	V			O		
Gazogze	1807	X424000-0	Na	Wi	013	Va	P8	V	M5	D	C		
Uotatsaza	1816	B225435-D	Ni		101	Vc	K3	V	M9	D	G		
Tirrokoolagze	1821	B463645-A	Ni	Ri Sv	312	Vc	P4	V	M4	D	K		
Luraengfangnaksas	1823	B476232-8	Lo	Ni	210	Vc	G9	VI			K		
Vaersengur	1830	A99A873-C	G	Wa Cp	503	Vq	M5	V			K		
Porordkhokkh	1839	B78527B-B	Lo	Ni	201	Va	M2	V	M7	D	O		
Taengngvaksdzong	1912	B54379A-5	Pa		910	Vc	K3	V	M8	D	G		
Osuekha	1914	B692120-5	Lo	Ni	424	Vc	G1	V			G		
Andzaers	1915	D7658BA-2			303	Vc	K8	V	M6	D	G		
Yones	1918	B79879C-6	Ag		135	Vc	K3	II			G		
Dhallos	1919	B66358C-9	Ni		603	Vc	P0	V			G		
Gnongungag	1923	B795623-7			734	Vc	P3	V			K		
Demsazaga	1924	B20189B-7	Na	Ic Va	701	Vc	M2	V	M8	D	K		

World	Hex	UWP	B	Remarks	Z	PBG	Al	Star1	Star2	Star3	S
Asurrorr	1930	C000526-B	Ni	As	813	Vq	M1	V			K
Aathnak	1933	B66A512-C	C	Ni	502	Va	M4	V	M3	D	O
Thauevae	1936	D546300-B	G	Lo	724	Vn	M2	III			O
Kousaei	1938	BA9A325-S	Lo	Ni	724	Vn	P8	V			O
Gekhaallan	2002	X210000-0	Be	Wi	010	Va	P0	V			C
Tenge	2005	B9C568B-A	Ni	P1	220	Dr	M3	V			C
Nagzael	2010	X100000-0	Be	Wi	023	Vc	P5	V	M8	D	C
Aakfo	2015	B645444-B	Be	Wi	523	Vc	P1	II	M2	D	G
Gurzuang	2018	B788300-B	Lo	Ni	122	Vc	P5	V	M7	D	G
Ueksgug	2022	A576235-A	Lo	Ni	235	Vc	G8	V			K
Rredutsaazougova	2023	B1008AC-D	Ha	Va	122	Vc	M2	II			K
Angsae	2025	B88A846-9	Ri	Wa	201	Va	K9	V	M5	D	K
Kfankudhuogzo	2029	B656120-7	Lo	Ni	320	Vq	M3	III			K
Gurshvoursivazoe	2030	B642410-A	Ni	Po	702	Vq	M1	V			K
Urrllongonu	2037	B266545-9	Ag	Ni	301	Vn	M0	V			O
Ougdaelzoearrh	2040	A899335-B	C	Lo	825	Va	M1	III			O
Vorroang	2101	C58A679-B	Ri	Wa	703	Va	K2	VI			C
Goedhung	2111	X66A46D-G	C	Ni	102	Va	M4	V	M3	D	G
Ekhkh	2117	B334579-C	G	Ni	724	Vc	M4	III			G
Thagbagvare	2118	B675746-5	Ag		613	Vc	G5	IV			G
Knaegadna	2119	A525586-D	Ni	Wa	924	Vc	P0	V			G
Tagnoghotsozang	2123	B86A755-9	Ri	Wa	201	Vc	G4	V	M7	D	K
Aelloagvarzath	2128	A231365-G	Lo	Ni	210	Va	M1	V			K
Gaklungoerzaghun	2129	A697A78-G	Ni	In	834	Va	P4	V			O
Deaksozathukue	2137	B645677-A	G	Ag	523	Vn	M1	V			O
Ikhokhang	2209	C68686-1	Ag	Ni	610	Va	P6	IV			C
Idza	2219	B5748AA-S	G		812	Vc	G0	V			G
Gnaal Oar	2226	B10078C-7	C	Ha	403	Va	M1	V			K
Kuang	2229	A762116-D	Lo	Ni	701	Va	M1	V	M2	D	K
Gogzu	2232	B550889-9	C	Po	701	Va	M2	V	M1	D	O
Tinkaghaezakla	2234	B444233-A	Lo	Ni	810	Va	M1	V	M5	D	O
Pandrin	2240	B260675-B	C	Ri	201	Vp	M1	V	M6	D	O
Karrkainarka	2302	B886368-5	Lo	Ni	603	Va	G2	V			C
Uthiodzugoksoe	2305	X403000-0	Be	Lo	022	Va	K9	V			C
Khagogyki	2307	B452452-8	Ni	Po	201	Va	M1	V			C
Rrouzasun	2316	B000000-0	Be	As	014	Va	M9	V			G
Orsaeokhin	2323	A000874-P	G	Cx	210	Va	M5	V	M5	VI	K
Goelaeth	2329	C360AC9-A	Ni	De	614	Va	P6	V			K
Knall	2331	A000000-C	Lo	Be	510	Va	K7	V	M3	D	O
Zoe	2334	B757499-5	Ni		132	Va	K0	VI			O
Otsasu	2336	B673442-5	Ni		625	Va	M5	II	M3	D	O
Kaets	2338	B636631-7	Ni		111	Vp	G0	IV			O
Uaghrroze	2339	A6A478A-A	P1		913	Vp	M0	V			O
Ghisaerzae	2340	C758646-7	Ag	Ni	702	Vp	M4	V			O
Goangour	2404	X140000-0	Be	De	003	Va	M3	V			C
Ilughavo	2407	X226000-0	Be	Wi	004	Va	M0	V			C
Sagukhuango	2408	C995526-5	Ag	Ni	401	Va	M1	V	M5	D	C
Kfugvugrozoaksoe	2412	X77A000-0	Be	Wa	001	Va	M2	V	M1	D	G
Soungadano	2414	X671100-4	Lo	Ni	720	Va	K7	V	M6	D	G
Aakhueng	2418	X559568-2	Ni	Bl	304	Va	K5	V			G
Nyakoe	2419	X276300-5	Ni	Wi	510	Va	G9	V			G
Thogzakfkak	2422	A483520-B	Ni		901	Va	M4	V	M4	D	K
Llueng	2424	C511445-7	Lo	Ni	201	Va	M1	V	M4	D	K
Okhtous	2425	B355374-4	Lo	Ni	601	Va	P3	VI			K
Aarrkhukhaekouangdoug	2433	B639673-9	C	Ni	701	Va	M0	V	M2	D	O
Triad	2436	B587777-8	Ag	Ri	320	Va	M4	V			O
Uarkfadzigue	2507	X580200-0	Be	Wi	014	Va	K5	V			D
Agh Thars	2509	X522000-0	Be	Wi	022	Va	M8	III	M5	D	D
Dzoekhaunoulloudsu	2513	D594513-7	Lo	Ni	420	Va	K8	V			H
Posl	2514	X687145-6	Lo	Ni	501	Va	K2	IV	M9	D	H
Thaggoeas	2515	X200000-0	Be	Va	010	Va	M7	V	M0	D	H
Ungvokhaengernonggue	2518	X855000-0	Be	P1	002	Va	A6	V	P7	V	H
Gvigisae	2522	B678431-9	G	Ni	801	Va	G1	V	M7	D	L
Vongouzdhursueng	2524	B8AA320-C	Lo	Ni	823	Va	M7	II			L
Thagh	2527	B659A8-8	Ri		733	Va	G4	V			L
Adagokh	2530	A40478B-A	G	Lo	501	Va	P7	IV	M2	D	L
Mgoluts	2531	B304738-9	Lo	Ni	803	Va	M4	V			P
Pae Kodh	2536	D445313-7	Lo	Ni	301	Va	M4	V	M1	D	P
Torrknungazarr	2537	A753300-C	Lo	Ni	903	Vp	G8	V	M0	D	P
Kaunakso	2540	B525575-A	Ni		424	Vp	G5	VI			P
Knoarrgh	2611	X230000-0	Be	De	001	Va	M4	V	M4	D	H
Gzarr	2613	X100000-0	Be	Va	013	Va	P5	V	M5	D	H
Luthours	2617	C551559-7	Ni	Po	123	Va	G6	V			H
Knuers	2620	C749452-6	Lo	Ni	801	Va	G3	IV	M2	D	H
Korrokusuknae	2628	B374600-8	Ag	Ni	301	Va	M3	V	M9	D	L
Ighurtsaekothaengughu	2633	B300223-C	Lo	Ni	410	Va	G9	V	M4	D	P
Vakungvovrogo	2634	B333887-7	Ha	Po	201	Va	M3	V			P
Gsaell	2638	B773541-5	Ni		910	Vp	K9	V	M7	D	P
Lluezugzang	2701	X432000-0	Be	Wi	002	Va	M0	V	M5	D	D
Fukooso	2702	X626000-0	Ni		014	Va	K1	VI			D
Keeg	2703	X323000-0	Be	Wi	001	Va	M1	V	M0	D	D
Vekhoall	2704	X484467-5	Ni	Bl	103	Va	K2	V	M2	D	D
Dharrenosae	2715	X9A8000-0	Be	P1	002	Va	M0	V	M4	D	H
Aardantchi	2717	B84A451-5	Lo	Ni	224	Va	G3	V			H
Radellogyote	2720	X788000-0	Be	P1	001	Va	M6	V	M5	D	H
Logvokseghaghaeourour	2722	B786220-4	Lo	Ni	422	Va	M3	V			L
Arrag	2723	B575568-5	Ag	Wi	310	Va	G5	V			L
Aetkaekhou	2725	C9889A7-5	Ni	Bl	201	Va	M2	V	M6	D	L
Zuekuzung	2727	B200422-8	Lo	Ni	124	Va	G9	V			L
Takhagvafoe	2729	B667585-7	Ag	Ni	701	Va	K6	V	M8	D	L
Thurruugvudhotue	2731	C88A200-6	Lo	Ni	603	Va	G9	V			P
Asugunkhodi	2735	B97A313-A	Lo	Ni	502	Va	K3	V			P
Roukhagvaengoar	2740	B526899-7	Lo	Ni	813	Vp	P4	V			P
Gagarrakrunu	2802	X421000-0	Be	Wi	013	Va	M1	V			D
Ukokuvoan	2806	B637000-0	Be	Wi	004	Va	G6	V	M4	D	D
Kaekfesa	2807	B99746A-7	Ni	Wi	701	Va	M1	V	M5	D	D
Dorrorue	2808	B659432-4	Ni	Bl	502	Va	M1	V			D
Ghaertu	2821	X73A000-0	Be	Wa	021	Va	P3	V	M1	D	L
Btagokhuenaellikuar	2822	X756668-5	Ag	Ni	313	Va	P6	V	M1	D	L
Vou	2826	X644000-0	C	Be	001	Va	K0	V	M1	D	L
Oukguaradh	2827	C35499B-A	G	Bi	901	Va	M4	V	G4	V	L
Gnurs	2828	B625545-D	Ni		282	Va	K1	VI	M5	D	L
Ourkan	2829	B9D8554-D	Ni	P1	423	Va	A1	III	G3	V	L
Taekfoangsego	2830	B445625-A	G	Ag	103	Va	M4	V			L
Ogaeldu	2832	B200443-A	Ni	Va	602	Va	G2	V	M9	D	P
Kedzudh	2833	B000525-D	Ni	As	822	Va	M8	V			P
Goghe	2834	B74A421-C	Ni	Wa	503	Va	M0	V			P
Rruchakukau	2840	D232120-6	Lo	Ni	823	Vp	K7	III	M5	D	P
Okhgvonan	2901	X310000-0	Be	Wi	023	Va	G0	V			D
Ngersouluskorruk	2905	ABAA432-C	Ni	P1	822	Va	M6	V			N
Kutsagarrae	2908	X200000-0	Be	Va	034	Va	M8	V			D
Kfuvavae	2913	X636000-0	Be	Wi	004	Va	M2	V			H
Oigon	2916	X88A000-5	Be	Lo	401	Va	M4	V			H

World	Hex	UWP	B	Remarks	Z	PBG	Al	Star1	Star2	Star3	S
Afougaa	2936	B000598-B	Ni	As	123	Vp	M1	III			P
Songan	2937	B88557A-C	Ni	As	224	Vp	K4	II			P
Galla	2940	B686275-8	H	Lo Ni	502	Vp	M0	V			P
Puedhguasaeasrargazang	3003	C361430-5	Ni		311	Va	K0	V			D
Ucaurr	3004	X250000-0	Be	Da Wi	021	Va	M4	V			D
Khaekhoerr	3010	X200000-0	Be	Ni	002	Va	G2	V	M9	D	D
Uefokung	3012	X403000-0	Be	Lo Va Wi	020	Va	K0	V			H
Onooa Eglloeghz	3017	B403000-0	Be	Lo Va Wi	023	Va	A6	V			H
Kosoladse	3020	X585000-0	Be	Ni	002	Va	M0	V	M7	D	H
Gagzua	3022	D574340-5	Ni	Wi	101	Va	M3	V	M4	D	L
Ngulivuedakhanaru	3024	X748468-3	Ag	Bl Wi	823	Va	K1	V			L
Ungrugha	3029	X554100-2	Lo	Wi	414	Va	P8	V			L
Ugha	3034	A424451-G	G	Ni Cx	302	Vp	M4	V			P
Ganokulovasanu	3035	B352231-8	C	Lo Ni Po	801	Vp	M2	V			P
Llaekag	3040	X520100-4	C	Po	523	Vp	M1	V			P
Ozago	3107	C331731-7	Na	Po Si	501	Va	M0	V	M4	D	D
Taeroungvivi	3114	X423000-0	Be	Ni	020	Va	K3	V	M9	VI	H
Thaengling	3117	AXAA000-0	Be	P1 Na Ni	002	Va	K5	V			H
Surrghokw	3120	A97A56C-3	Ni	We Bl Wi	101	Va	M1	V	M0	VI	H
Daggueghaazghogu	3121	X495000-0	Be	Wi	004	Va	M6	V	M7	D	L
Lluksaagh Voerz	3124	X527000-0	Be	Wi	010	Va	M4	V	M4	VI	L
Goghra	3126	X780000-0	C	Be Da Wi	020	Va	M7	V			L
Oria	3133	B677433-B	Ni		023	Va	M2	V			L
Torrerz	3137	A463951-C	Ni		924	Vp	G0	V	M8	D	P
Dharrgthaez	3201	C262310-8	Ni	Wi	521	Vp	M5	III	M6	D	P
Outkaekaeafakhaugha	3211	X896333-5	Lo	Ni Bl Wi	703	Va	M0	V			H
Rkefarrar	3213	X671553-4	Ni	Bl Wi	322	Va	P8	V	M8	D	H
Tuelbeoller	3217	X522343-3	Ni	Po Lo Wi	711	Va	M1	V			H
Ikkhadakfagkhug	3218	B685765-5	Ag	Bl Wi	401	Va	M3	V	M6	D	H
Roungkhi	3220	X736000-0	Be	Ni	003	Va	M4	V			H
Dzaekh	3221	X547114-5	Lo	Wi	402	Va	K9	V			L
Panruakh	3222	C000000-0	Be	As Wi	011	Va	M5	V	M4	D	L
Thakrakfor	3229	B259000-0	Be	Da Wi	001	Va	G7	VI	M8	D	L
Ashokfag	3230	B69A100-5	Lo	Ni Na Wi	702	Va	M4	V			L
Gutson	3231	AB5A7C8-B	H		520	Vp	G6	V			P
Ortcausa	3238	B253A9R-A	C	Hi Po	602	Vp	M4	V	M4	D	L

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